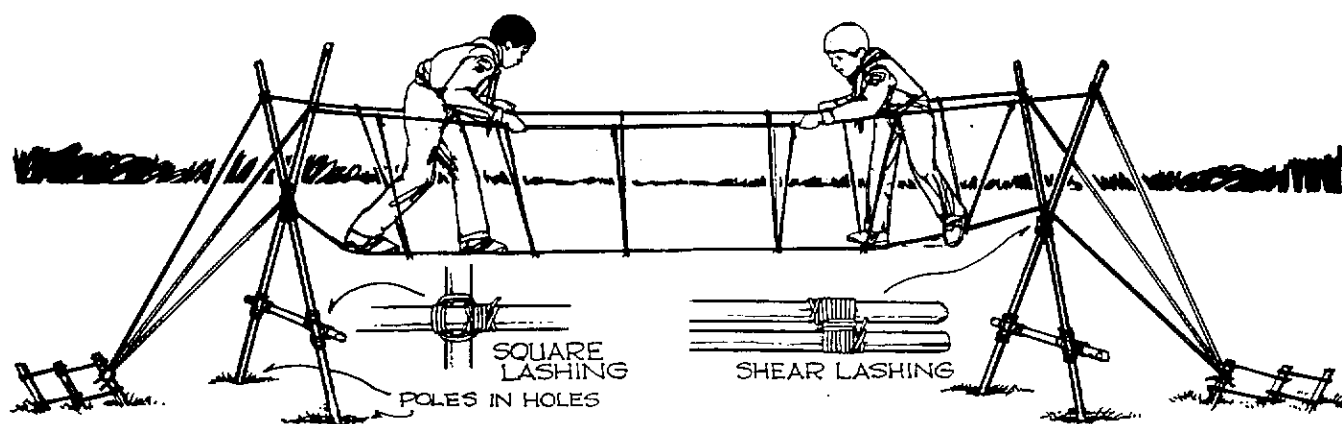


PIONEERING

(Use Troop Meeting Plan sheet, Supply No. 4425B, in adapting the suggested program for your troop.)

	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
PREOPENING _____ minutes	Have a Scout demonstrate rope whipping or fusing synthetic rope (<i>The Boy Scout Handbook</i>). Also do a rope-making exercise.			
OPENING CEREMONY _____ minutes	<ul style="list-style-type: none"> • Form troop into horse-shoe. • Hold uniform inspection. • Repeat Scout Oath. • Repeat The American's Creed (<i>The Boy Scout Handbook</i>). 			
SKILLS INSTRUCTION _____ minutes				
New Scouts	Work on tying clove hitch, square knot, bowline. Do Rescue Carry Relay (WWTPF*)	Practice knots taught last week and their use in camping activities. Do Knot-Tying Relay (WWTPF*).	Work on basic firelays and care of woods tools (<i>The Boy Scout Handbook</i>)	Learn basics of tent pitching and assisting in meal preparation (<i>The Boy Scout Handbook</i>).
Experienced Scouts	Practice square and shear lashings. Plan three major pioneering projects to build during outing.	Continue work on pioneering projects and lashings.	Plan materials needed for the outing. Make assignments for getting staves and ropes for pioneering projects.	Review Project COPE low-level program and select three items that can be done on the camp-out. (Information available from Camping Service, Boy Scout Division, 1325 W. Walnut Hill Lane, Irving, Tex. 75015-2079, or in the <i>Boy Scout Roundtable Planning Guide</i>).
Older Scouts	Work on Venture program or study ropes and square knots needed to do rappelling (<i>Fieldbook</i>).	Work on Venture program or plan fishing trip as part of troop outing. Plan a way to prepare the fish for a meal.	Work on Venture program or help with woods tools instruction for younger Scouters.	Work on Venture program or assist with COPE activities.
PATROL MEETINGS _____ minutes	Discuss plans for outing; make sure everyone knows assignment. If it's an overnight, begin meal planning and duty roster; plan equipment distribution and tentage needs. Scouts who have not been camping before will need extra help. All other patrols plan activities to work on advancement.	Review assignments for camp-out. First-time campers continue working on troop hiking and camping procedures. Other patrols continue work on advancement activities for the outing. Practice interpatrol activities.	Finalize menu for outing; make sure everyone knows what they need to bring. Review clothing and equipment needs; collect necessary fees. Practice interpatrol activities.	Review plans and assignments for the outing. Make sure everyone knows travel plans and equipment needs. Go over patrol duty roster. Practice any interpatrol activities scheduled.
INTERPATROL ACTIVITY _____ minutes	Play Reactor Transporter, (WWTPF*)	Roman Chariot Race (WWTPF*)	Bow Saw Relay (WWTPF*)	Silver Dollar Hunt (WWTPF*)
CLOSING _____ minutes	<ul style="list-style-type: none"> • Sing "Scout Vespers" (<i>Boy Scout Songbook</i>). • Scoutmaster's Minute • Retire colors. 	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors. 	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors. 	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors.
AFTER THE MEETING	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if needed.	Patrol leaders' council reviews next meeting and the outing. Continue work on next month's program feature.	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.

* More suggestions are in *Woods Wisdom, Troop Program Features (WWTPF)*, Supply No. 34251.



Give an experienced outdoorsman a bow saw, hand ax, and some poles and ropes and in short order he will make some camp furniture, bridge a stream, and make a big "toy" like a monkey bridge.

The skill is called pioneering. Boys love to learn how to do it, and of course it will increase their capabilities in the outdoors.

Pioneering requires plenty of poles and lots of lashing line and heavy rope, especially for big projects like monkey bridges. Before planning this program feature, be sure that you will have access to both, at least for the big event, a Woodsman's Weekend.

If necessary, you can do miniature pioneering at troop meetings. Use Scout staves or closet poles and cord. For even smaller models, use garden canes and heavy rubber bands. But at least for the big event, be sure that you will have lots of poles and smaller spars as well as lashing line and rope.

The Woodsman's Weekend might be held at Scout camp, if the camp has pioneering gear. Otherwise, look for a campsite where you can get permission to gather a number of poles and spars at least six feet long by two- to three-inches thick, as well as smaller stuff. Possibly a farmer who has a woodlot that needs thinning would give permission to cut what you need.

Plan to make at least one big pioneering project during the weekend. For ideas, see the *Pioneering* merit badge pamphlet. Also schedule some games and interpatrol contests that call for pioneering skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts:

- Enhanced outdoor skills, especially in knot tying and axmanship.
- Greater understanding of the importance of conservation.
- An understanding of some of the principles of engineering as they build temporary structures and camp equipment.

ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic camping and cooking requirements through First Class. Depending on the highlight activities, they may also complete all or part of the following rank requirements.

Tenderfoot

Outdoor—Cooking, camping, hiking
Citizenship—Flag ceremonies, Good Turn
Patrol/troop participation—Patrol identification
Personal development—Scout Oath and Law

Second Class

Outdoor—Cooking, camping, hiking
Citizenship—Flag ceremonies, Good Turn
Patrol/troop participation—Leadership
Personal development—Scout Oath and Law

First Class

Outdoor—Cooking, camping, nature, biking
Citizenship—Flag ceremonies, Good Turn
Patrol/troop participation—Leadership
Personal development—Scout Oath and Law

Merit Badges

Older Scouts can concentrate on the Camping and Pioneering merit badges this month; they should be able to complete all but the last two requirements. Depending on activities during the camp-out, they may also complete requirements in Cooking, Hiking, Wilderness Survival, and other nature-related merit badges.

PARENT PARTICIPATION

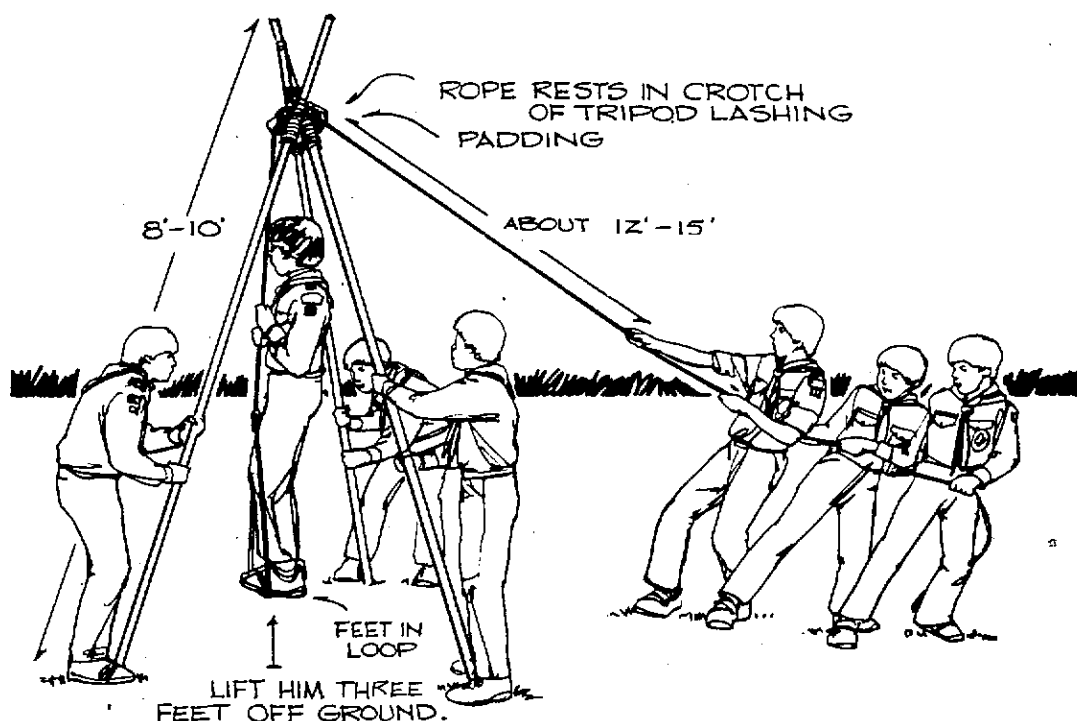
The patrol leaders' council may involve parents by:

- Asking those qualified to help with troop meeting instruction.
- Inviting them to come along on the Woodsman's Weekend.
- Asking parents to provide transportation of Scouts and gear to the campsite.

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet about the middle of the previous month to plan activities for this program feature. If you don't complete all items on the following suggested agenda, continue your planning at patrol leaders' council meetings following each troop meeting.

- Choose a campsite for the Woodsman's Weekend. Remember that you will need a supply of poles and smaller limbs for pioneering projects. Such materials are available at some Scout



camps. If your council's camp does not have them, make sure that you can get permission to obtain suitable materials elsewhere; do not plan to cut trees at the site without the owner's permission.

- Consider what big pioneering projects the troop will undertake on the Woodsman's Weekend. Then inventory the troop's supply of lashing line and rope. If you don't have enough, ask the troop committee for help in securing more.
- Plan other activities for the Woodsman's Weekend. Some ideas are on these pages.
- Practice knots and lashings, if equipment is available.
- Consider inviting a Pioneering merit badge counselor to troop meetings to help with instructions.
- If your troop meetings will be indoors (or if you will not have access to poles and ropes), plan to do miniature pioneering with Scout staves or closet poles, or even with garden canes and rubber bands.
- Assign a patrol to drill holes in scrapwood or fiberboard pieces about two-by-three feet for use as knotboards for the first troop meeting.
- Hold a junior leader training session from the Scoutmaster's Junior Leader Training Kit (Supply No. 3422) section on continuing training.

WOODSMAN'S WEEKEND

When the Boy Scouts of America was born more than 80 years ago, many troops could go just a few miles outside of town and get permission from a farmer to chop down trees and build log cabins. Those days are long past.

Today's BSA conservation ethic forbids cutting live trees unless someone wants a woodlot thinned out. So it will probably be necessary to find a site where pioneering materials are already available, such as a local council Scout camp. Or, if you are lucky enough to have a supply of poles, you may have to truck them to your campsite.

In any event, try to have a big enough supply of poles so that the troop can assemble at least one big pioneering project like the bridges and towers in the *Pioneering* merit badge pamphlet.

For smaller projects, such as the camp furniture pictured in *The Boy Scout Handbook*, you may be able to find sturdy limbs among the downed wood at the campsite.

CAMP-OUT ACTIVITIES

Unless the troop has a lot of experienced woodsmen, it may take several hours for the Scouts to build a big project. But if there is time, try some of the following contests, all of which require pioneering skills.

HEAVE THE LIGHTWEIGHT. Each patrol assembles a tripod nine to 10 feet high using a tripod lashing (see above). The patrol then heaves a $\frac{1}{2}$ -inch rope over the top and makes a bowline on a bight in the end hanging down in the tripod. The patrol's lightest member stands in the bowline and the other members raise him three feet off the ground. First patrol achieving this wins.

Equipment for each patrol:

- Three 10-foot poles
- One 20-foot lashing rope
- One 30-foot $\frac{1}{2}$ -inch heaving rope

OVER CROCODILE CREEK. Each patrol sets up a two-rope bridge (one rope to walk on, one as a handrail) between trees 10 to 12 feet apart. The foot rope should be not more than four feet above ground and the hand rope six to seven feet above that. Patrol with all members safely across in the fastest time wins.

Equipment for each patrol:

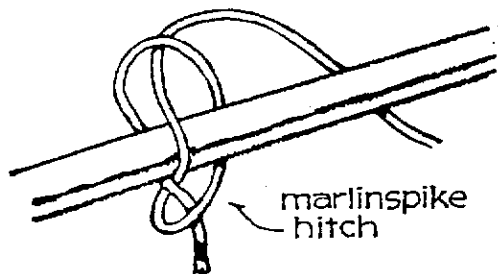
- Two 25- to 30-foot $\frac{1}{2}$ -inch ropes

LOG-RAISING RELAY. Each patrol lashes a crossbar between two poles about 12 feet long. It then erects the poles in postholes dug about two feet deep. The patrol then lines up relay fashion about 25 feet from the crossbar. On signal, the first Scout coils a 50-foot rope and tries to throw one end over the crossbar. When he is successful, he runs forward and ties a timber hitch around a three-foot log under the crossbar, runs back to the starting line and hoists the log off the ground by pulling on the throwing rope. He then lets the log drop, runs forward and unties it, and carries the throwing rope back to the next Scout in line. Continue until the whole patrol has competed. First patrol finished wins.

Equipment for each patrol:

- Two 12-foot poles
- One eight-foot crossbar
- Camp spade
- One 50-foot $\frac{1}{2}$ -inch rope
- Three-foot log

DOVETAIL CHAIR RACE. Each patrol assembles a frame about one foot square by joining four branches with dovetail notches



(see *Pioneering* merit badge pamphlet). When the "chair" is complete, they tie ropes to the sides. The patrol's smallest member sits in the chair while the others carry him to a turning line and back. First patrol finished wins.

Equipment for each patrol:
Four branches about a foot long with two-inch butts
Four three-foot $\frac{1}{4}$ -to $\frac{1}{2}$ -inch ropes
Axes or bow saws

MOVE THE WEIGHT. If the campsite has a very heavy weight on the ground which a whole patrol can't lift (a huge log, perhaps), have a timed contest in which patrols try to move it using either the Lumberjack Pulley or Spanish Windless shown in the *Pioneering* merit badge pamphlet. The patrol which moves the weight six feet is the winner.

FIREMAN, SAVE THE CHILD! Each patrol makes a rope ladder using four-foot poles as rungs. Secure the rungs with marlinspike hitches (see illustration). Rungs should be one foot or more apart. The patrol then secures the ladder to a tree limb not more than 10 feet above ground. If desired, they may stake the bottom to the ground. When the ladder is secure, one by one all members climb and touch the tree limb. Patrol with all members up and down the ladder in the fastest time wins.

Equipment for each patrol:
Two 20-foot $\frac{1}{2}$ -inch ropes
Four or five four-foot poles with $\frac{1}{4}$ -to two-inch butts
Two two-foot stakes

For additional games and contests, see the following in the Program Specialties section of *Woods Wisdom, Troop Program Features*: Knot Hoop Relay, Knot-Tying Relay, Chopper's Relay, Bow-Saw Relay, Roman Chariot Race, Flagpole Raising.

SPECIAL AWARDS

Although they are not advancement awards, two special emblems are available to Scouts who show skill in handling woods tools.

TOTIN' CHIP is a card stating that the Scout knows how to safely use a Scout knife, ax, and saw. Requirements are:

1. Read and understand woods tools use and safety rules from *The Boy Scout Handbook*.

2. Demonstrate proper care, handling, and use of the Scout knife, ax, and saw.

3. Use knife, ax, and saw as tools, not playthings.

4. Respect all safety rules to protect others.

5. Respect property and not cut living trees.

6. Promise to subscribe to the Outdoor Code.

Explain to Scouts that their "Totin' Rights" can be taken from them if they fail in their responsibility.

PAUL BUNYAN WOODSMAN is an emblem to be sewn on a trail pack or blanket. It is earned by a Scout who knows how to use larger woods tools and who does conservation work.

Requirements are:

1. Earn the Totin' Chip.

2. Help a Scout or patrol to earn the Totin' Chip and demonstrate to him (them) the value of proper woods tools use on a troop camping trip.

3. Using a saw or $\frac{3}{4}$ ax and a wood or plastic wedge and mallet, cut a log six to eight feet long and four or more inches in

diameter into two-foot lengths. Split these two-foot lengths into quarters.

4. With official approval and supervision do one of the following: (a) Clear rails or fire lanes for two hours. (b) Demonstrate how to fell a standing tree four inches or more at the butt. Lop branches. Make a brush pile. Cut tree into two-foot lengths and stack. (c) Trim a downed tree, cut into four-foot lengths and stack; make a brush pile with branches. (d) Build a natural retaining wall or irrigation way to aid in a planned conservation effort. (e) Participate in an approved conservation project in your council.

PIONEERING TROOP OUTDOOR PROGRAM PLAN

Time	Activity	Run by
Friday evening	Load gear at meeting location. Eat bag supper or stop at a restaurant enroute, or prepare light meal in camp. Unload equipment, set up patrol sites. Gather firewood for breakfast.	SPL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast (cooks should be working on Second or First Class).	Cooks
7	Everyone else up. Take care of personal hygiene. Air tents, hang out sleeping bags.	
7:30	Breakfast	
8	Clean up meal. Patrols put up gear for morning events, clean up patrol sites.	Cooks
8:30-11:30	Patrol competitions: • Over Crocodile Creek • Heave the Lightweight • Fireman, Save the Child!	
11:30	Prepare lunch	Cooks
Noon	Lunch	
12:30 P.M.	Clean up meal; free time.	Cooks
1	More patrol competitions: • Dovetail Chair Race • Log-Raising Relay • Move the Weight • Roman Chariot Race	
4:30	Prepare supper	Cooks
5:30	Supper	SPL
6	Clean up meal; free time	Cooks
8	Campfire	
9	Cracker barrel	
10	Lights out	
Sunday 6:30 A.M.	Cooks and assistants up. Prepare breakfast (cooks should be working on Second or First Class).	Cooks
7	Everyone else up. Take care of personal hygiene. Air tents, hang out sleeping bags.	
7:30	Breakfast	
8	Clean up meal. Patrols put up gear for morning activities, clean up patrol sites.	Cooks
8:30	Church service	
9	Four patrol games from <i>Woods Wisdom, Troop Program Features</i> .	
11	Break camp.	
Equipment needs: Scout staves, spars, rope.		